

Sparse Table

Bruce

What is a sparse table?

- Sparse Table is a data structure that answers **static Range Minimum Query (RMQ)**.
- It is recognized for its relatively **fast query** and **short implementation** compared to other data structures.
- Applications:
 - Range Minimum Query (Range min/max query)
 - Lowest Common Ancestor Query (LCA)

Range Minimum Queries

The RMQ Problem

- The *Range Minimum Query problem* (*RMQ* for short) is the following:

Given an array A and two indices $i \leq j$,
what is the smallest element out of
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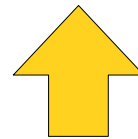
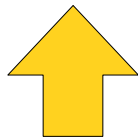
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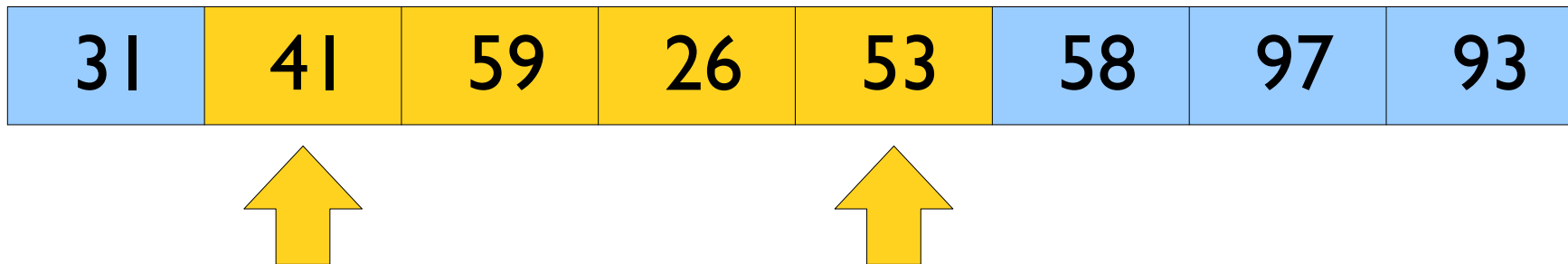
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Methods

- Naïve way: no preprocessing, $O(n)$ query
- Cache everything: $O(n^2)$ preprocessing, $O(1)$ query
- Segment Tree: $O(n \log n)$ preprocessing, $O(\log n)$ query
- Sparse Table: $O(n \log n)$ preprocessing, $O(1)$ query

Cache every pairs

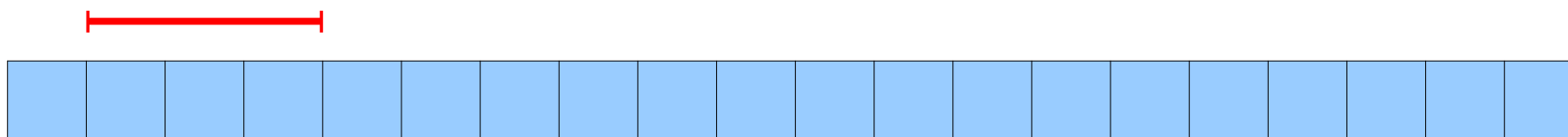
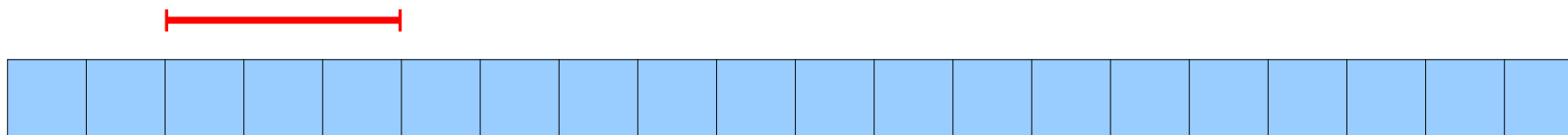
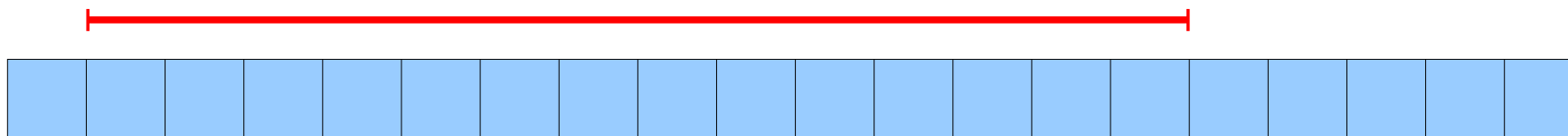
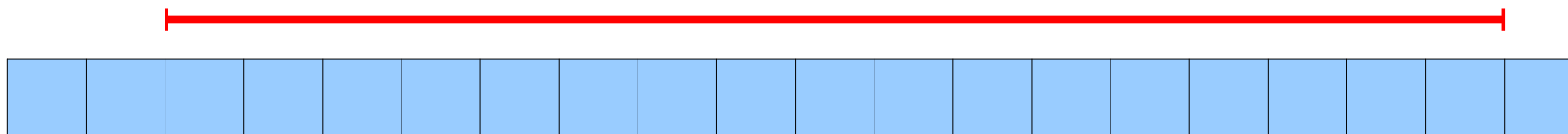
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1		41	41	26	26	26	26	26
2			59	26	26	26	26	26
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The Intuition

- If we precompute the answers over too many ranges, the preprocessing time will be too large.
- If we precompute the answers over too few ranges, the query time won't be $O(1)$.
- **Goal:** Precompute RMQ over a set of ranges such that there are fewer than $o(n^2)$ total ranges, but there are enough ranges to support $O(1)$ query.

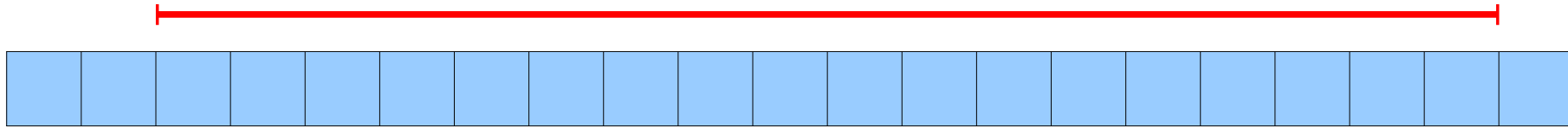
Some Observations



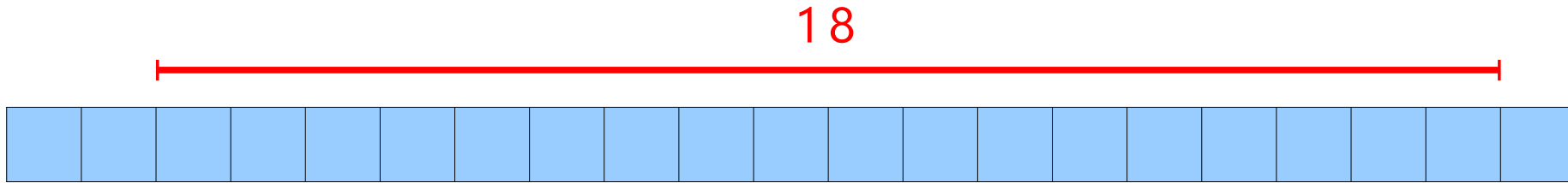
The Approach

- For each index i , compute RMQ for ranges starting at i of size $1, 2, 4, 8, 16, \dots, 2^k$ as long as they fit in the array.
 - Gives both large and small ranges starting at any point in the array.
 - Only $O(\log n)$ ranges computed for each array element.
 - Total number of ranges: $O(n \log n)$.
- **Claim:** Any range in the array can be formed as the union of two of these ranges.

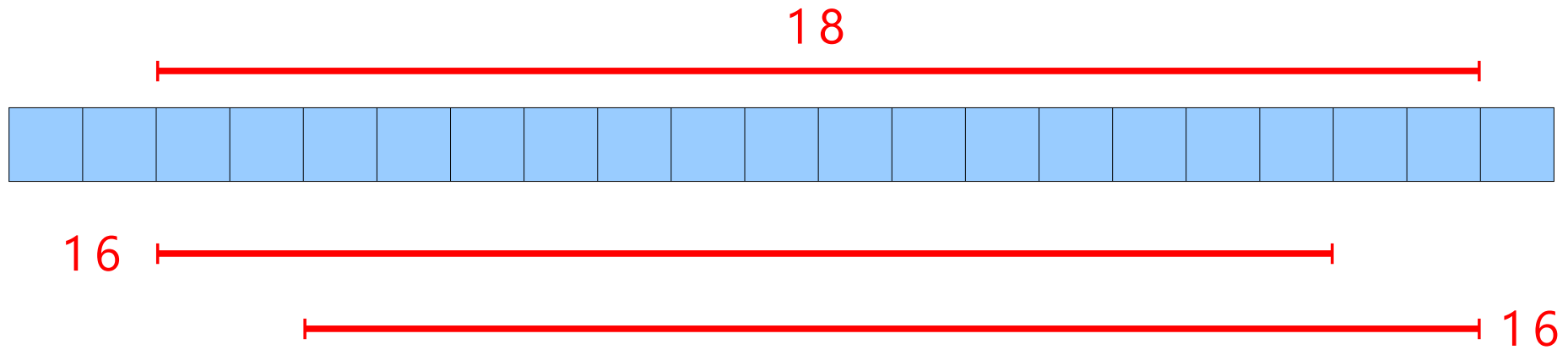
Creating Ranges



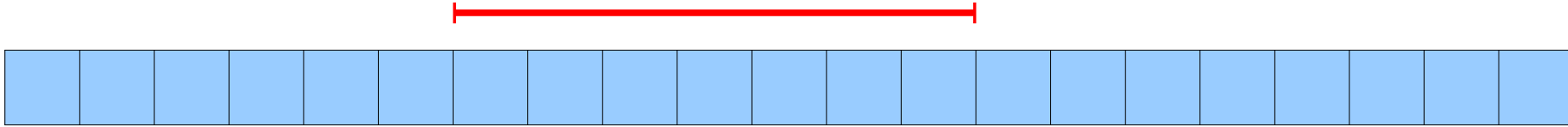
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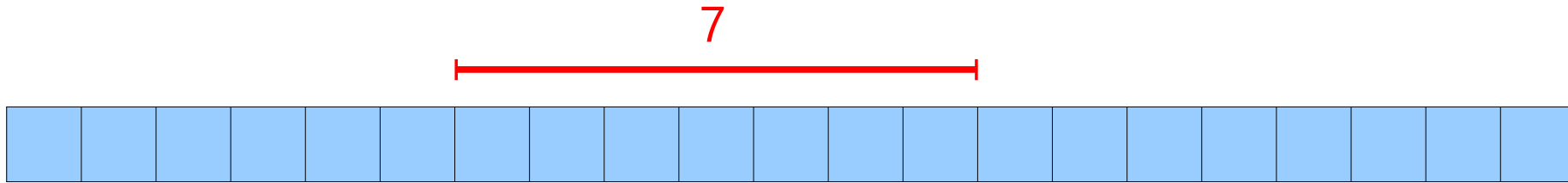
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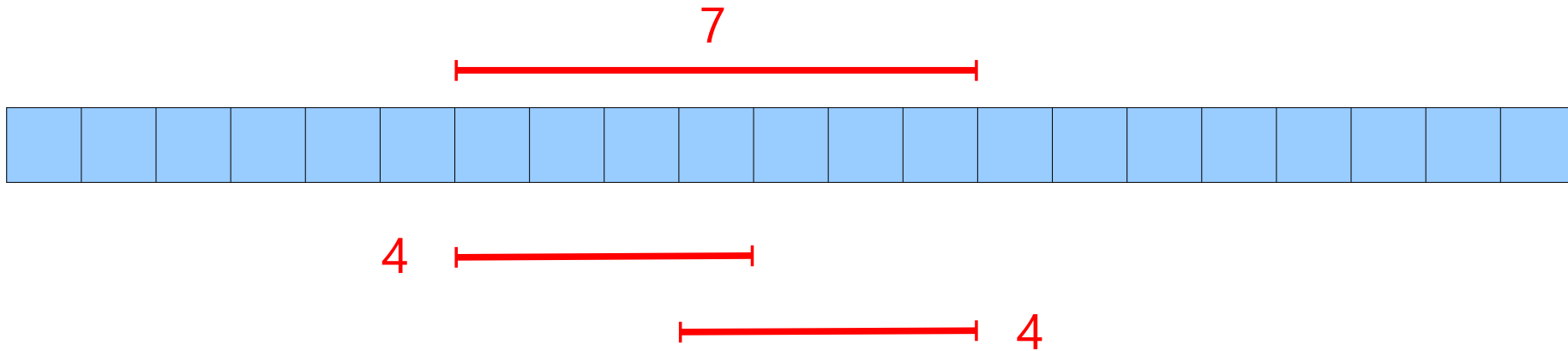
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Creating Ranges



Doing a Query

- To answer $\text{RMQ}_A(i, j)$:
 - Find the largest k such that $2^k \leq j - i + 1$.
 - With the right preprocessing, this can be done in time $O(1)$; you'll figure out how in the problem set!
 - The range $[i, j]$ can be formed as the overlap of the ranges $[i, i + 2^k - 1]$ and $[j - 2^k + 1, j]$.
 - Each range can be looked up in time $O(1)$.
 - Total time: $O(1)$.

Precomputing the Ranges

- There are $O(n \log n)$ ranges to precompute.
- Using dynamic programming, we can compute all of them in time $O(n \log n)$.

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0	1	2	3	4	5	6	7

	2^0	2^1	2^2	2^3
0				
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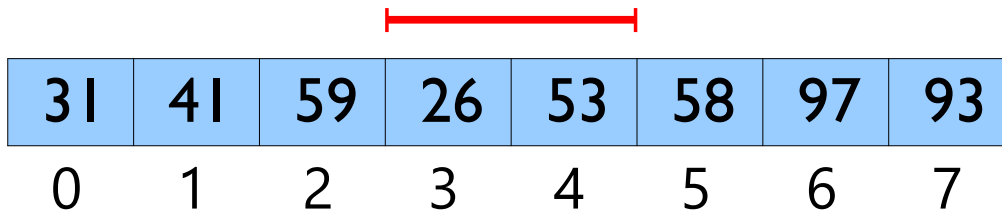
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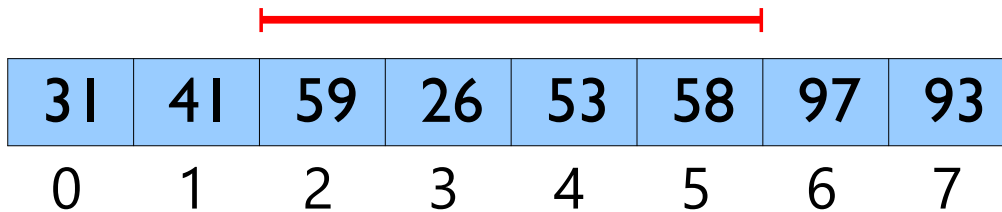
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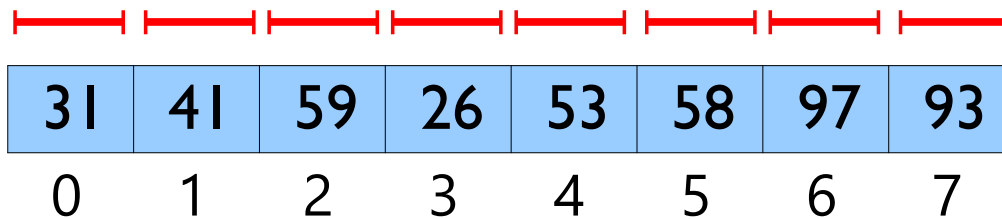
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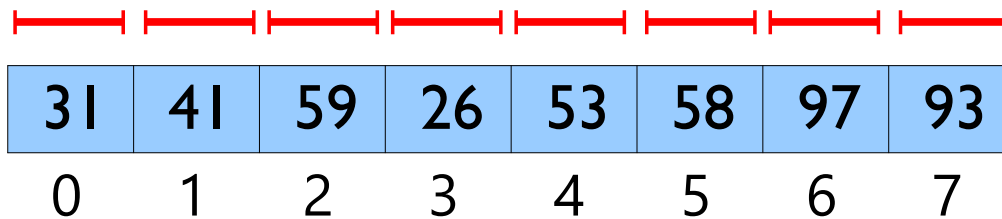
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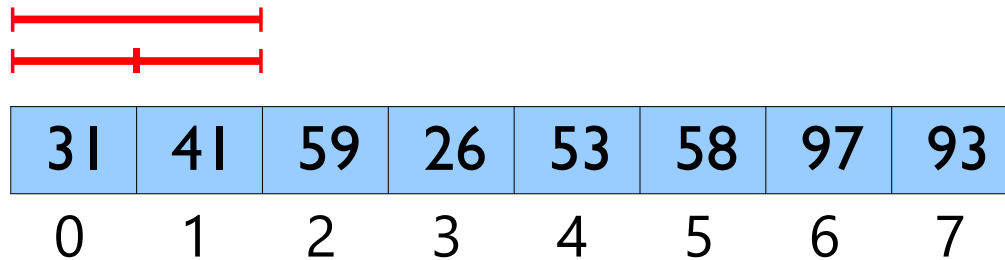


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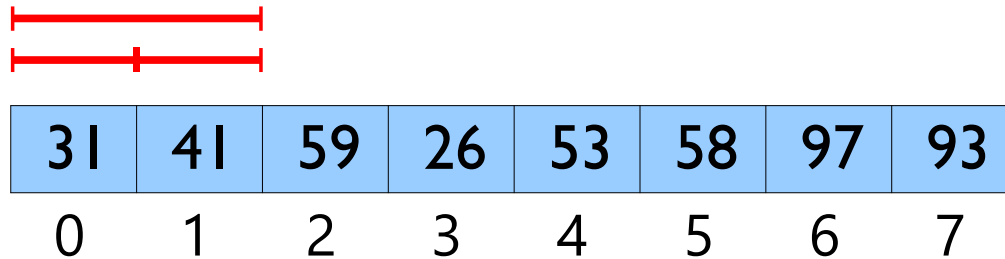
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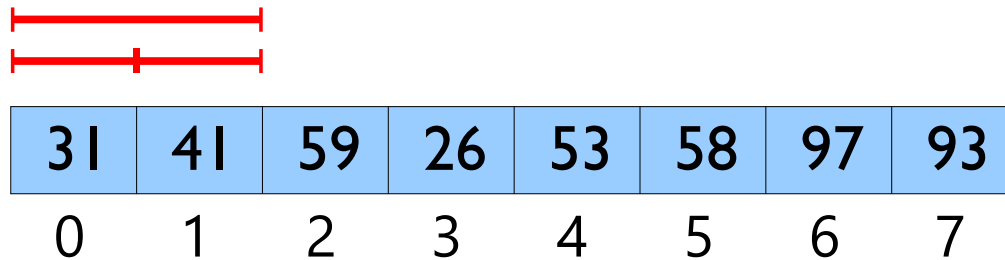
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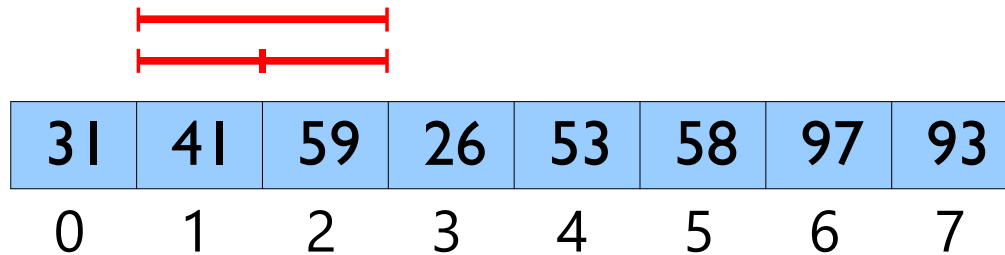


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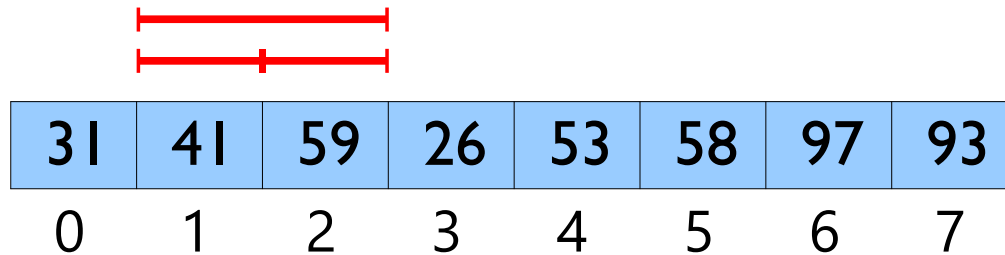
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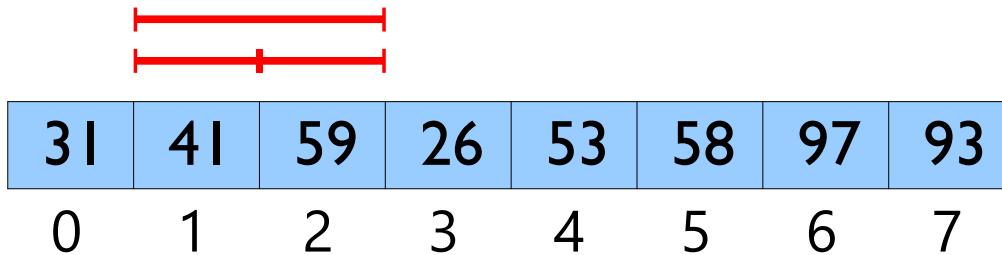
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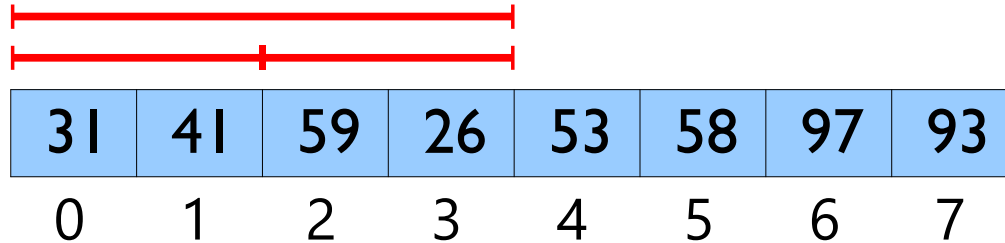


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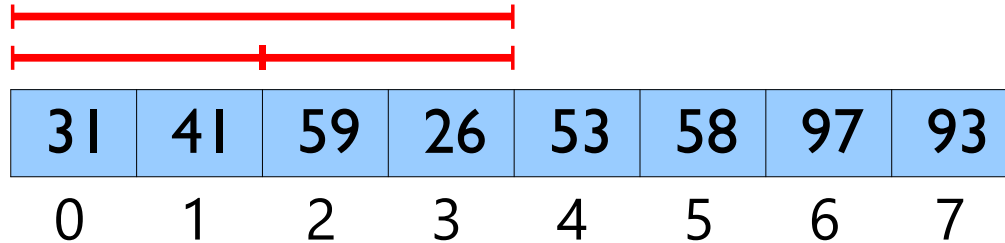
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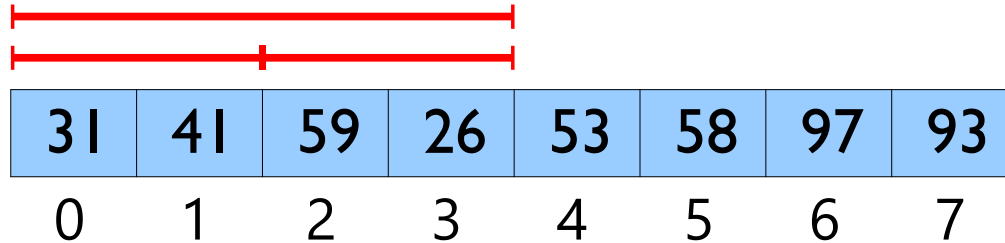
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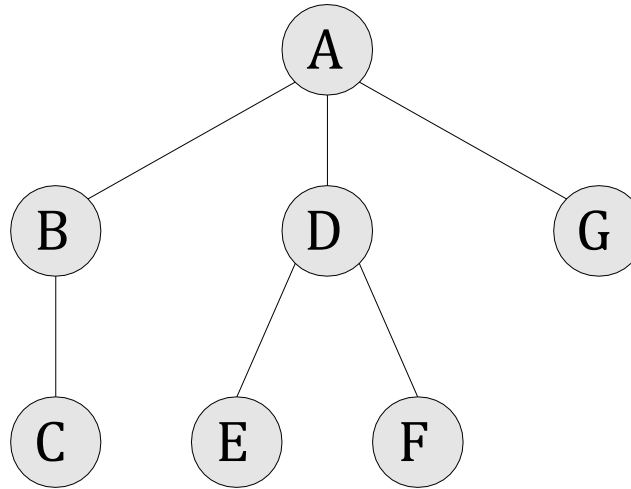
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Sparse Tables

- This data structure is called a *sparse table*.
- It gives an $O(n \log n)$ preprocessing, and $O(1)$ query solution to RMQ.
- This is asymptotically better than precomputing all possible ranges!

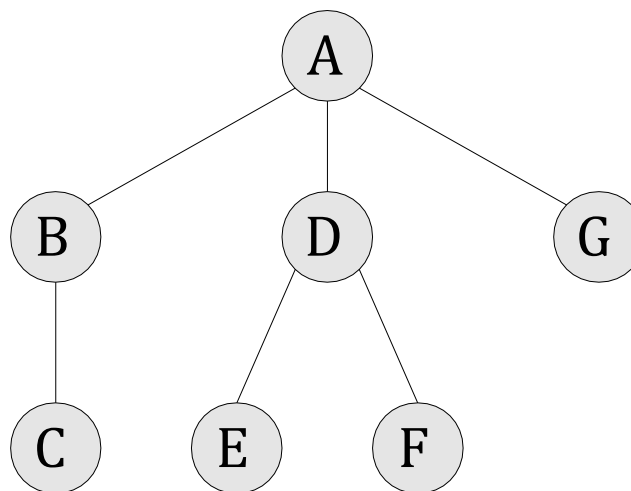
Lowest Common Ancestor

Lowest Common Ancestors



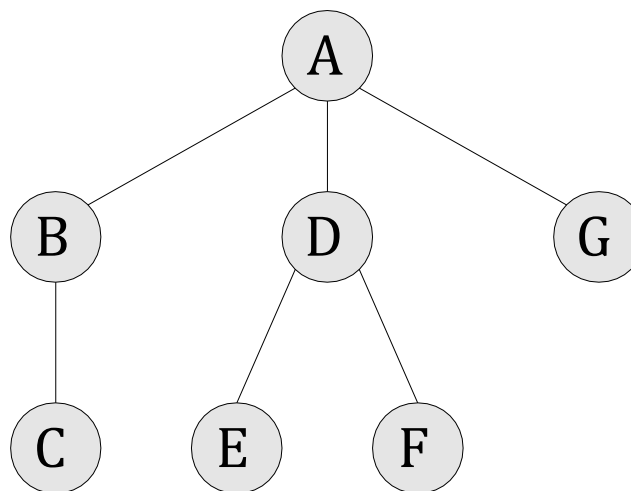
This is called an *Euler tour* of the tree. Euler tours have all sorts of nice properties. Depending on what topics we explore, we might see some more of them later in the quarter.

Lowest Common Ancestors



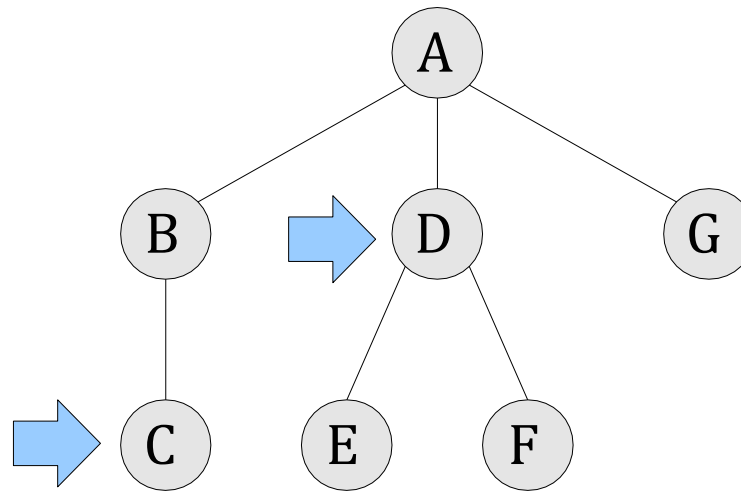
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0	1	2	2	1	0	1	2	2	1	2	2	1	0	1	1	0

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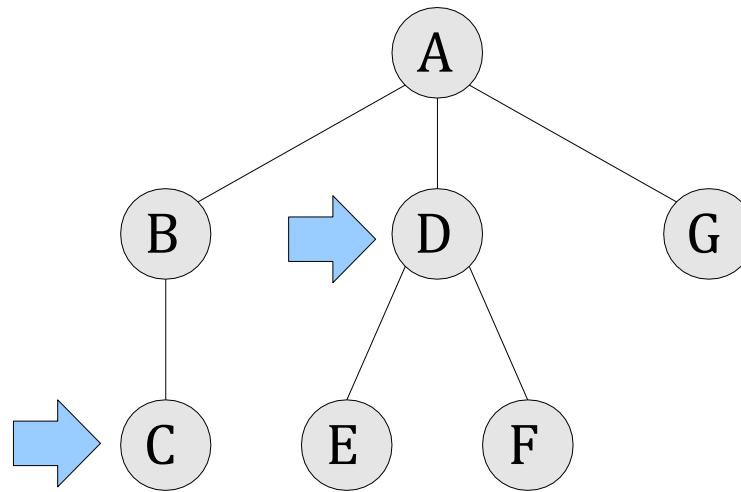
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Lowest Common Ancestors



A	B	C	C	B	A	D	E	E	D	F	F	D	A	G	G	A
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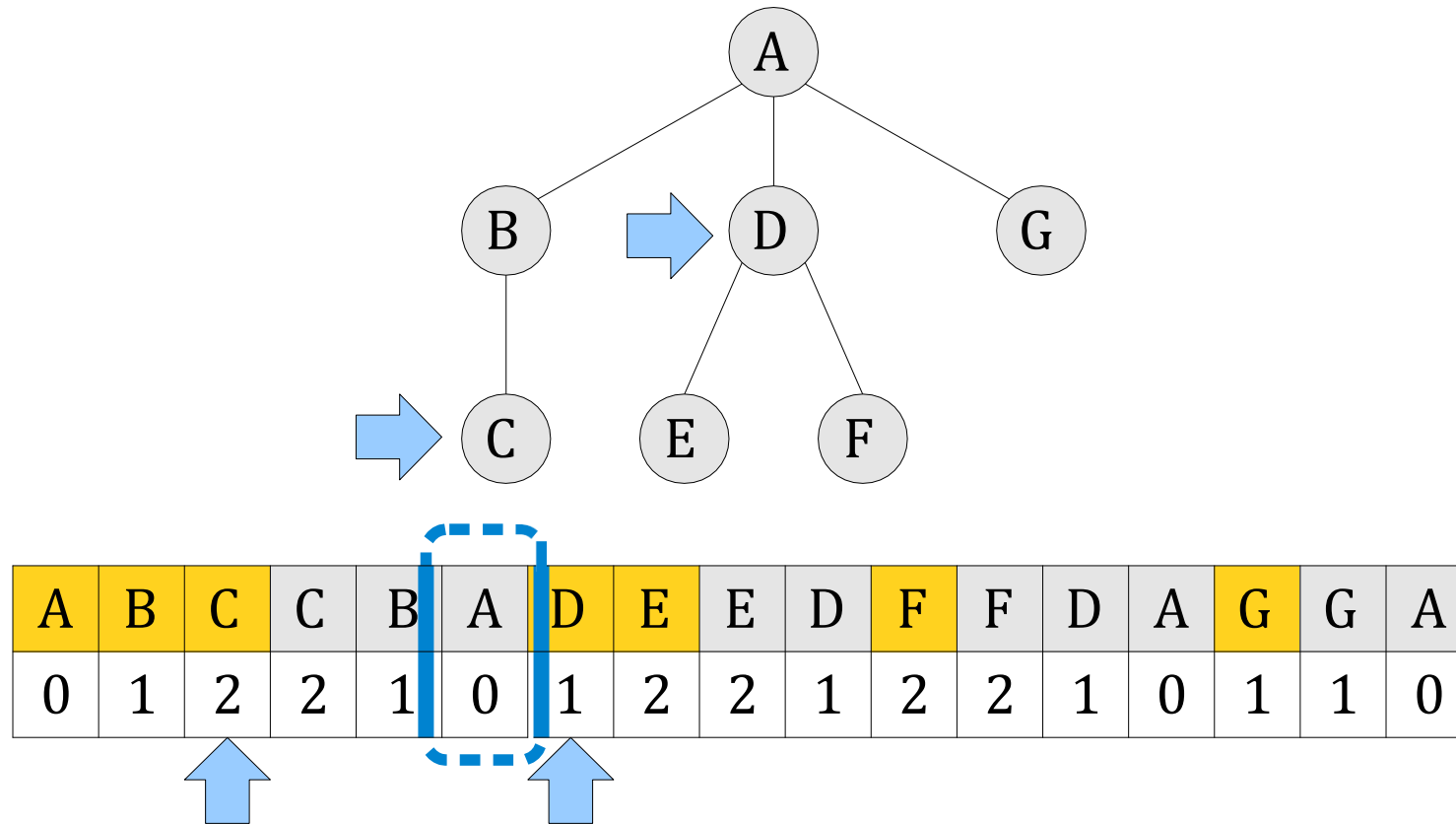
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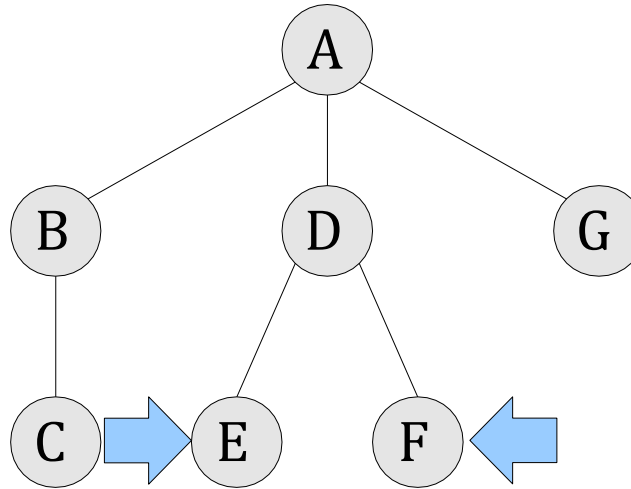
A	B	C	C	B	A	D	E	E	D	F	F	D	A	G	G	A
0	1	2	2	1	0	1	2	2	1	2	2	1	0	1	1	0

Blue arrows point to the third column (C) and the seventh column (D) in the table, corresponding to the nodes being searched for in the tree diagram above.

Lowest Common Ancestors

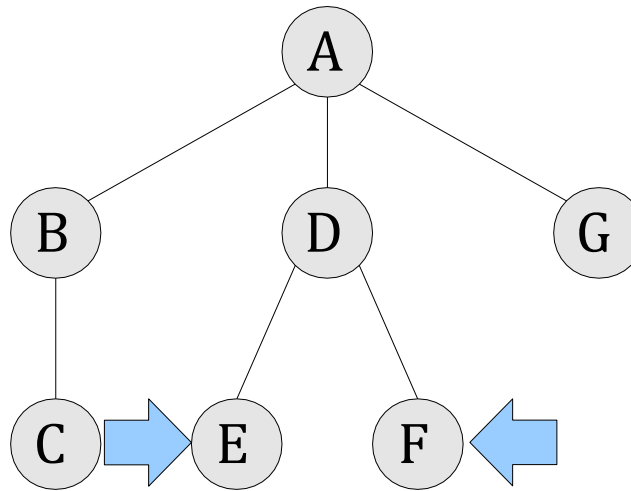


Lowest Common Ancestors



A	B	C	C	B	A	D	E	E	D	F	F	D	A	G	G	A
0	1	2	2	1	0	1	2	2	1	2	2	1	0	1	1	0

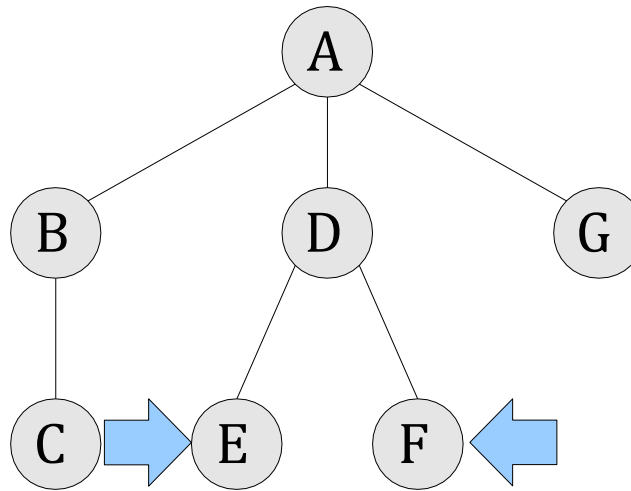
Lowest Common Ancestors



A	B	C	C	B	A	D	E	E	D	F	F	D	A	G	G	A
0	1	2	2	1	0	1	2	2	1	2	2	1	0	1	1	0

Blue arrows point to the 7th and 11th columns of the table, which correspond to the nodes D and F in the tree diagram above.

Lowest Common Ancestors



A	B	C	C	B	A	D	E	E	D	F	F	D	A	G	G	A
0	1	2	2	1	0	1	2	2	1	2	2	1	0	1	1	0

Blue arrows point to the 7th and 10th columns (D and D). Blue dashed arrows point to the 8th and 9th columns (E and E).

Summary

- Sparse table is a data structure, which can efficiently answer RMQ query
- LCA problem can be converted to a RMQ problem on the Euler tour sequence
- By using sparse table, we can get $O(n \log n)$ preprocessing and $O(1)$ querying time for both RMQ and LCA problems